```
WAL::Scene
  + Entity
  _id
  _entities
    _newEntities
   _views
    _nextID
  + getID()
  + getEntities()
  + addEntity()
  + scheduleNewEntity()
  + view()
  + applyChanges()
+ Scene()
  + Scene()
  + ~Scene()
    operator=()
    componentAdded()
   _componentRemoved()
     entityRemoved()
                +_scene
         WAL::Entity
     uid
    name
   _disabled
     shouldDelete
    _notifyScene
  - _components
- Scene

    nextID

  + getUid()
  + getName()
  + setName()
  + isDisable()
  + setDisable()
  + shouldDelete()
  + scheduleDeletion()
  + getComponent()
  + tryGetComponent()
  + getC
         Component()
  and 13 more..
  - _componentAdded()
    _componentRemoved()
                # entity
      WAL::Component
      + operator=()
          Component()
      + clone()
      + onStart()
        onStop()
      +
      # Component()
# Component()
              Δ
BBM::Drawable2DComponent
+ drawBefore3D
+ drawable
+ Drawable2DComponent()
+ Drawable2DComponent()
+ Drawable2DComponent()
+ Drawable2DComponent()
+ clone()
+ Drawable2DComponent()
   -Drawable2DComponent()
```

+ operator=()